

What is claimed is:

1. An improved multilevel game apparatus for play with a plurality of movable
5 pieces, said game having a plurality of generally level playing surfaces, each
having raised boundaries and at least one piece receiving structure (pocket),
support structure holding said surfaces in generally stacked relation to one
another with sufficient space between adjacent surface to afford players access
to the lower of such adjacent surfaces, and at least one conduit connected to
10 and extending between piece receiving structure of each adjacent pair of said
surfaces to provide a pathway for travel of a movable piece between said pair
of surfaces, said improvements comprising:
accelerator plates aproning the piece receiving structure, said plate of a
material with a degree of friction different from that of the playing surface and
15 said plate positioned at a positive or negative angle relative to the playing surface;
and
conduits being generally spiral-shaped.
2. The improved game as in claim 1 wherein the conduit is generally curvilinear
20 in shape such that the shape is sufficient to permit upward motion of a game
piece without additional moving parts
3. The improved game as in claim 1 wherein the conduit further includes a
transition ramp.
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4. The improved game as in claim 1 wherein the conduit further comprises:
an overhang functioning to assist in control of the game piece.
5. The improved game as in claim 3 wherein the overhang further includes
30 downwardly projecting ribs functioning to assist in control of the game piece.
6. The improved game as in claim 1 wherein the conduit further includes:
on the interior surface, features operable to guide the game piece, including

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one or more of the following:

generally horizontal game piece guides;

generally vertical game piece guides;

director region downwardly angled between the accelerator plate and the
pocket rim; and

game piece director on the interior surface of the conduit including the
upper portion of the spiral.

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7. The improved game as in claim 1 wherein the game piece is substantially
spherical.

8. The improved game as in claim 1 further including a stick for imparting
motion to said game piece.

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9. The improved game as in claim 7 wherein said stick is more than 30 inches in
length.

10. The improved game as in claim 1 wherein the game piece is substantially a
disc.

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11. The improved game as in claim 1 wherein the playing surface is reversible.

12. The improved game as in claim 1 wherein the conduit and playing surface
include molded mateable regions whereby assembly and dis-assembly may be
performed using the human hand.

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13. An improved method of playing a multi level game with moving pieces
comprising the steps of providing a plurality of generally level, stacked spaced
apart playing surfaces including a top surface, a bottom surface and at least on
intermediate surface disposed between the top and bottom surface, the
intermediate surface having at least one bidirectional pocket in communication
via conduits to both a higher and lower surface, further providing a plurality of
moving pieces and means for players to cause selected moving pieces to move

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along the surface, and further providing guide means at the bidirectional pocket for directing a moving piece entering that pocket either upwardly to a higher surface or downwardly to a lower surface dependent upon the speed of the moving piece, and having the players take turns in directing the moving pieces, wherein said improvement comprises: adjusting the friction of at least one playing surface to adjust play rate.

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14. An improved method as in claim 12 further including a means for changeably modifying one or more playing surface to enable playing of different game with different game pieces.

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15. An improved method as in claim 12 further including selecting a movable game piece that is substantially spherical.

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16. An improved method as in claim 12 further including selecting a movable game piece that is substantially non-spherical.

17. An improved method as in claim 12 further including stacking more than three playing surfaces.

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